

SEGA™

CD
ROM
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MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C.™

GA

Appropriate for
all audiences.

General Audiences

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



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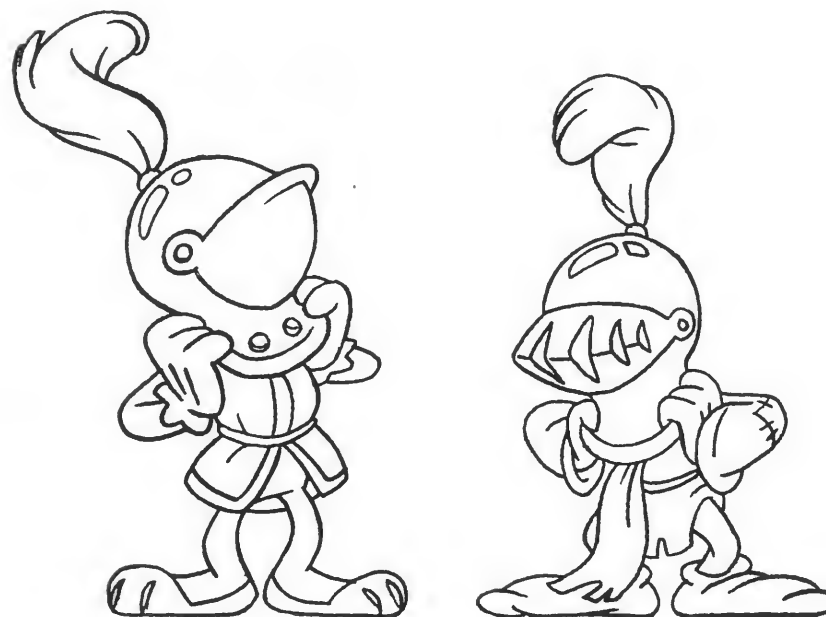


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

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Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

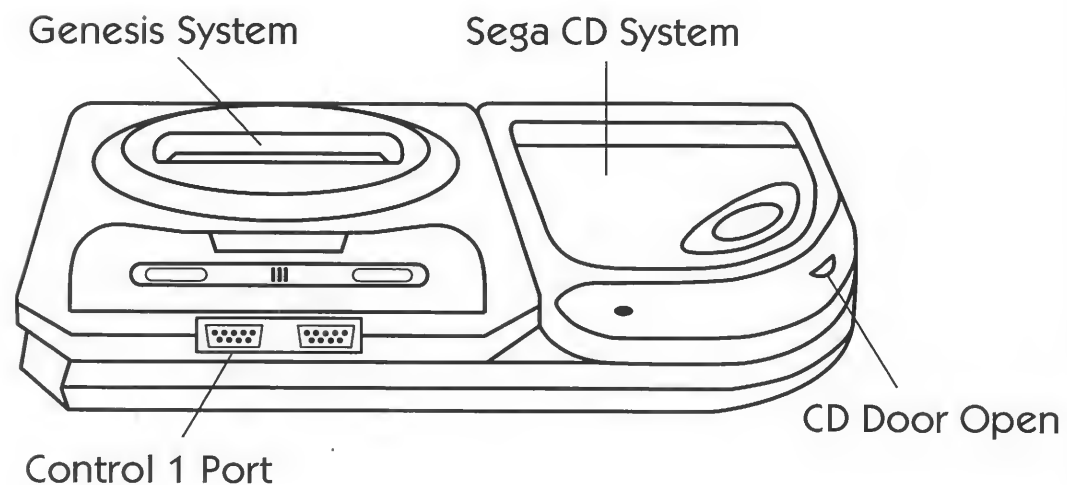
Warning to Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Getting Started

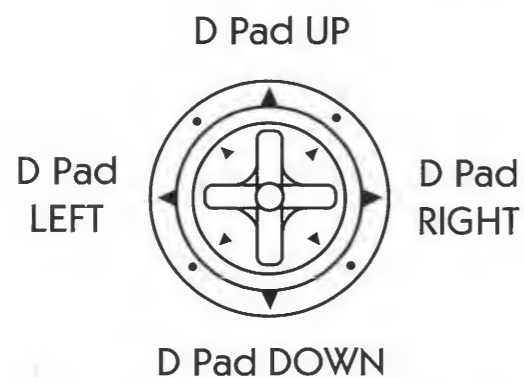
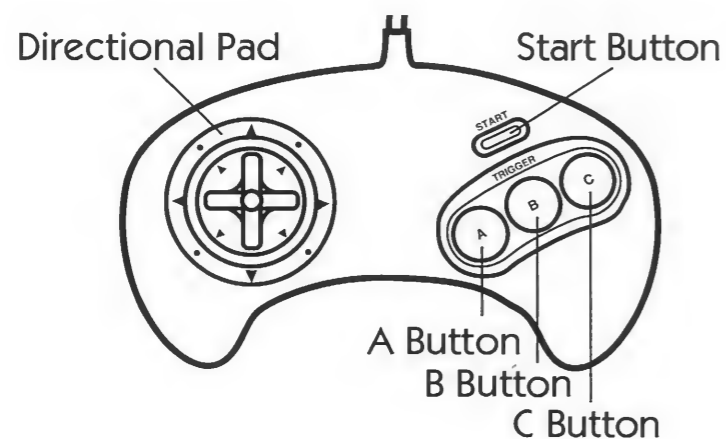
1. Ensure that your Sega CD, Genesis System power switch is off.
2. Insert the **Mickey Mania** CD into your Sega CD, Genesis System in the usual way.
3. Press the Power Button.
4. The **Mickey Mania** title screens should appear a few moments later.
5. Press the Start Button on your Control Pad to take you to the Main menu.

Sega CD, Genesis System



Controlling Mickey

In each of the animated features, you'll control the modern-day Mickey Mouse as he defeats opponents and solves perplexing puzzles.



Directional Pad: Press left or right to make Mickey walk left or right. Press down to make Mickey duck. Press up and Mickey will throw up his hand to see what is above him.

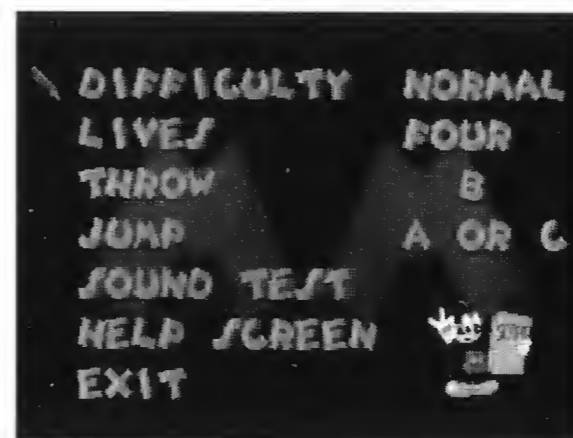
Start Button: Press to begin the game and to pause during play. Press again to resume play when paused.

Button B: Press to throw marbles (if Mickey has collected them).

Button A or C: Press to make Mickey jump — use the Directional Pad Button to control Mickey's jump while he is in the air.

NOTE: The controls configuration can be changed through the options screen.

The following items can be changed through the Options Screen:



Use the Directional Pad to move Up and Down the options — move Left or Right or press the B and C Buttons to change options.

Difficulty: Easy, Normal or Hard

Lives: Start the game with three, four or five lives.

Throw and Jump: Change the functions of the A, B, and C Buttons

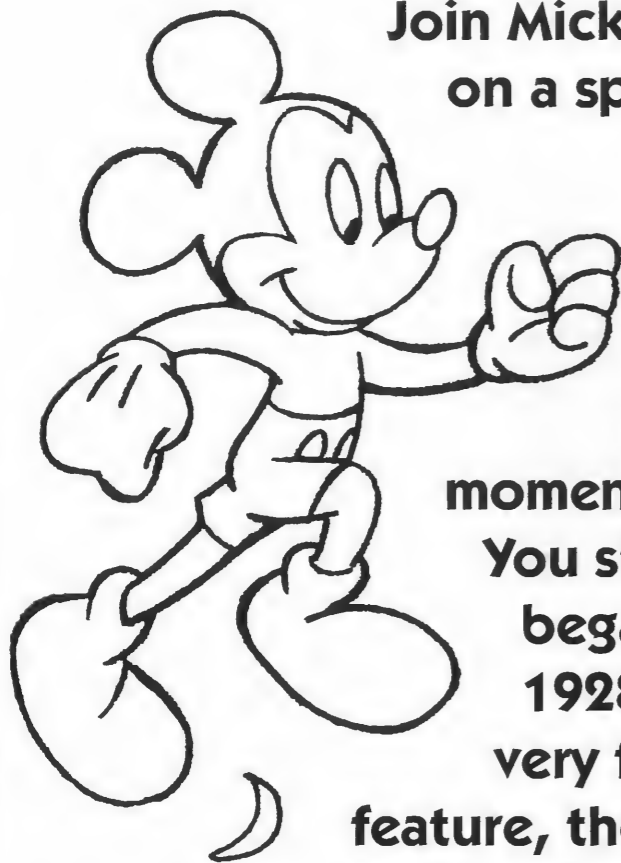
Sound Test: This allows you to go to a separate menu from which you can select music, sound effects, and even Mickey talking! Select with the Directional Pad and press the A Button to hear the sounds.

Help Screen: This shows a screen showing all the objects that you can find and what they do.

Exit: Select this to return to the Main Menu.

It's Mickey Mania!

.....



Join Mickey Mouse on a spectacular adventure through time as he relives some of the most thrilling moments of his career. You start where it all began way back in 1928 with Mickey's very first animated feature, the black and white classic **STEAMBOAT WILLIE**.

Here you'll have to help Mickey brave a variety of puzzles and dangers before continuing through 6 other animated features in a journey that will eventually lead Mickey face-to-face with the biggest, meanest Pete anyone's ever seen.

Fortunately for Mickey, he won't have to travel alone. Along the way, skilled players will be able to find Mickey's faithful pal, Pluto, as well as seven vintage Mickey Mouse cameos from each of the shorts featured in the game.



But time is fleeting. If you're going to get Mickey safely through 65 years of his film history, you better start playing now!

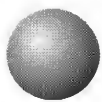
Mickey's Timeless Adventure



In each feature, you will see Mickey's hand in the upper left corner of your screen. The hand begins with four fingers raised and will count down each time Mickey is hit by an object or enemy. If the hand counts down to zero, Mickey loses a try. The number of tries Mickey has left is shown next to his hand — if Mickey runs out of tries and continues, he will have to start over at the beginning of the game.



In the upper right corner of the screen, the marble bag will usually be shown. Next to the bag is the number of marbles that Mickey has collected.



Mickey can find marbles throughout the game, and he can store them in this bag until he needs to throw them at an enemy or obstacle. Each time Mickey throws a marble, the number will count down — if Mickey runs out, he will have to find more.



If Mickey sets off a rocket, it will allow him to save his position from that point.



If Mickey picks up a star, it will raise one of the fingers, eliminating one of the attacks against Mickey and giving him another chance.



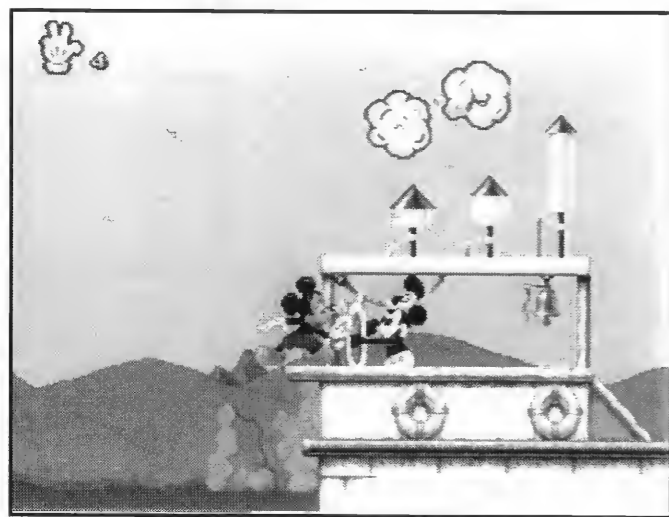
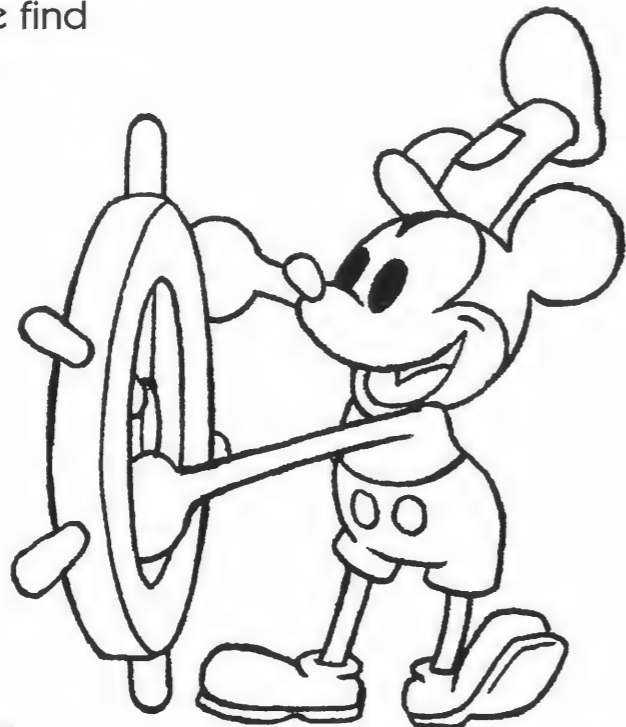
If Mickey picks up a Mickey Mouse hat, the number next to his hand will increase and he will receive an extra try at stopping Pete!



First Feature: "Steamboat Willie" (1928)

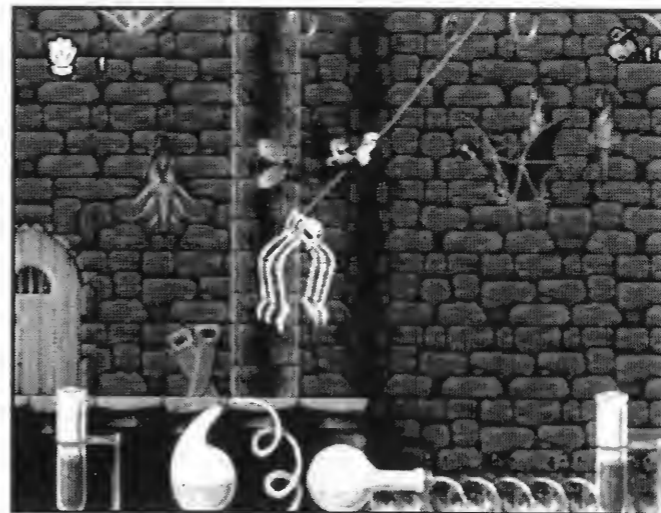
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As our first film starts we find Mickey on board Pete's steamboat headed for Podunk Landing. Here Mickey can find a note-eating goat, squawking chickens and a cameo by Steamboat Willie. You'll find Steamboat Willie quite surprised to see how he'll look in color! Make your way carefully to the docks and watch out for Pete and his pesky parrots! In this feature's frantic finale, Mickey will have to disable a big, wacky contraption so make sure you find as many marbles as you can!



Second Feature: "The Mad Doctor" (1933)

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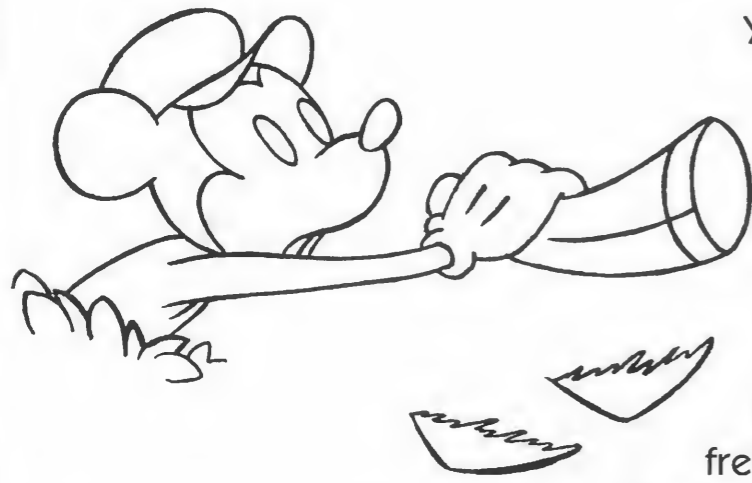
Oh no! Poor Pluto's been dog-napped by the Mad Doctor and taken to his creepy laboratory! With skeletons, spiders, bats and tricky traps, Mickey's nightmare has only just begun. And if you find yourself riding on

a wayward gurney, be careful not to fall into the vats of bubbling acid or hit one of those (gulp) spinning saw blades! With the Mad Doctor himself lurking somewhere in the shadows, Mickey's going to have a tough time getting safely through this reel.



Third Feature: "Moose Hunters" (1937)

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You'll need to keep on your toes as Mickey and Pluto move through this treacherous tree-lined territory because, while the forest and fresh air may look inviting to Mickey, they

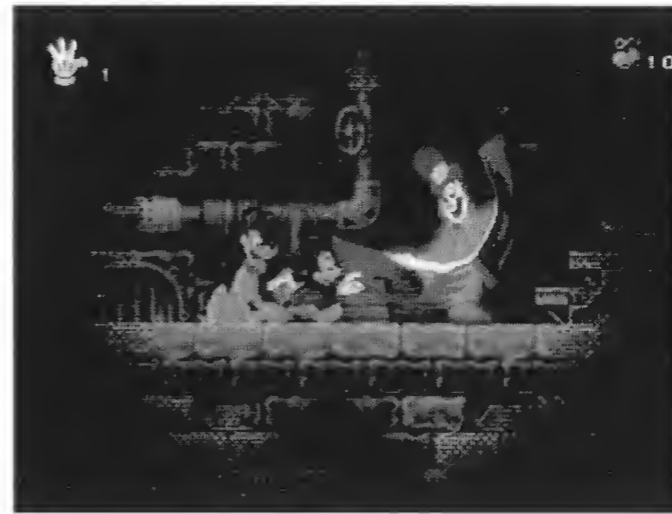
also look pretty good to a moose! If a moose should chase after you — keep running! You won't have time to duck or throw marbles, so just run and jump over any obstacles. Oh, and avoid the water, too, as it'll only slow you down.

Hint: to keep ahead of a charging moose you're going to need energy, so catch all the green apples you can — or that angry moose may catch you!



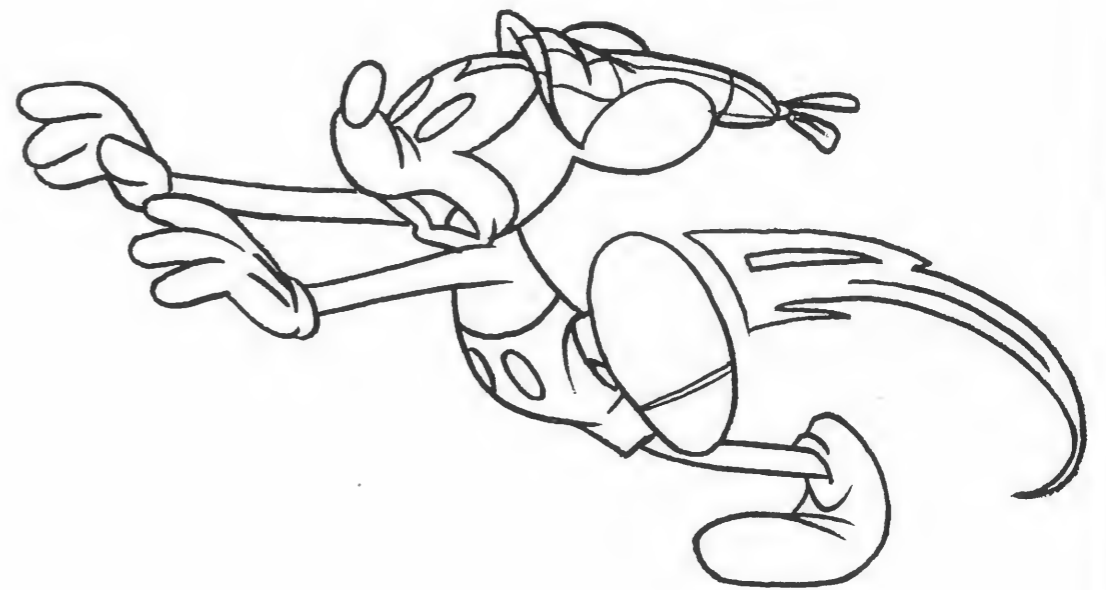
Fourth Feature: "Lonesome Ghosts" (1937)

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Ghost pranksters have called the Ajax Ghost Exterminators in order to have some fun scaring Mickey, Donald and Goofy. That was many years ago, but the troublesome ghosts are still here in their haunted house!

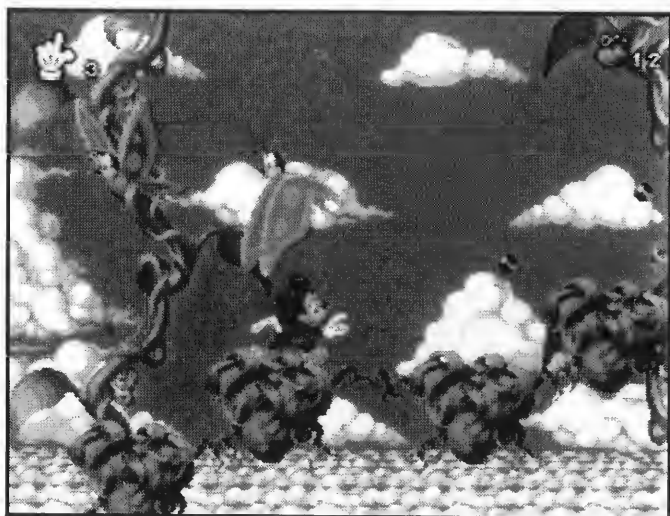
Watch your step — things are not what they seem. Ghosts are likely to appear out of thin air and disappear before you can say "Eeeeeee!" Keep your wits about you, Mickey — remember, you need all the help you can get.



Fifth Feature: "Mickey and the Beanstalk" (1947)

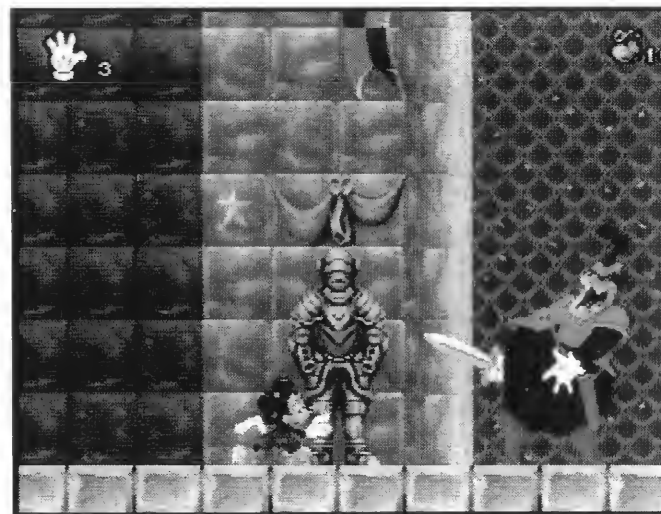
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Goodness! Those beans must have been magic after all! Look at the huge vine that's grown up into the clouds. In fact, this whole place is giant-sized. Just look at those giant butterflies, dragonflies, beetles and tulips! As if that wasn't enough, Mickey may have to push some things around and do some gardening to get where he wants to go. And did we mention Willie the Giant? After all, it *is* his castle.



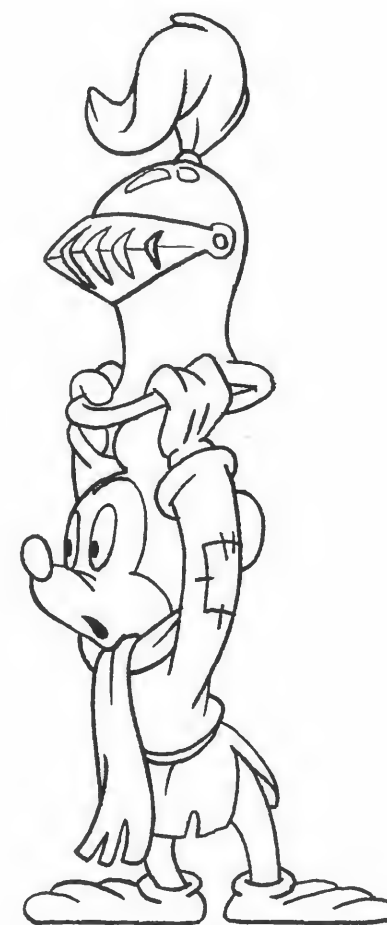
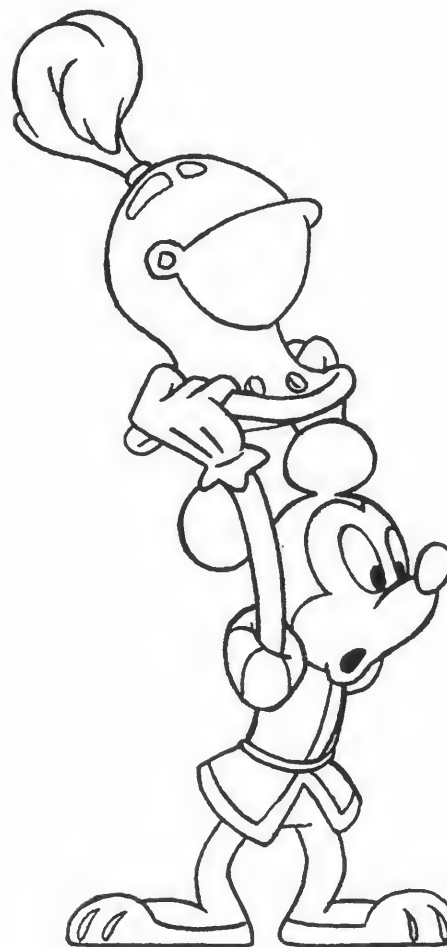
Sixth Feature: "The Prince and the Pauper" (1990)

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This must be the final feature as Mickey is almost back to his own time. Unfortunately, Pete's weasely palace guards aren't going to make it easy for him to finish the film. Flying knives, flaming pits, crushing walls,

and spinning spears are just the beginning. And right when you think it's all over, here comes the biggest, meanest Pete Mickey's ever seen...



Mickey Mania Credits

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Written and Designed by
Jon Burton and Andy Ingram
of Travellers Tales

SONY IMAGESOFT

Executive Producer
Rich Robinson

Senior Producer
Mary Ann Norris

Associate Producer
David Poe

Designed by
Mike Giam
David Jaffe

Testing Team
Bruce Cochrane
Jose Cruz
Jody Kelsey
Andre Leighton
Seth Luisi
Tobin Russell

TRAVELLERS TALES

General Managers
Andy Ingram and Jon Burton

Programmed by
Jon Burton

Sega CD Adaptation
Dave Dootson

Graphics by
Andy Ingram

Conceptual Artist
Bev Bush

Graphic Artist
Dave Burton
Bev Bush
James Cunliffe
Andy Ingram
Linda Smith

Additional Programming
Dave Dootson

Office Organization
Andy Blundell

Utility Programming
Jon Burton
Dave Dootson
Chris Stanforth

DISNEY SOFTWARE

Senior Producer
Patrick Gilmore

Assistant Producer
Craig Annis

Production Associate
Arden Ishimura

**Mickey Digital
Cleanup Model**
Alex Schaefer

Additional Music
Michael Giacchino

DISNEY FEATURE ANIMATION, FLORIDA

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Paul Curasi

Assistant to the Producer
Annette Laguer

Production Coordinator
Cammie Cavallin

Animation Consultant
Chris Bradley

Project Specialist
Pam Darley

CREATIVE CAPERS

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Animation Director
David Molina
Terry Shakespeare

Animators
Rejean Bourdages
Ian Christopher Chiasson
Dave Kuhn
Mike Milo
David Molina
Natasha Sasic
Terry Shakespeare
Shane Zalvin

Special Effects Assistant
Kathy Burton

Final Checking
Carla Washburn

Production Coordinator
Robert Rose

Production Accountant
Patrice Monis

PSYGNOSIS

Project Management
Steve Riding

U.K. Q.A. Management
Feargus Carroll

U.K. Quality Assurance
Phil "Tails" Snape
Paul Tweedle
Paul Evason
Jenny Newby
Stuart Sockett
Paul Charsley
LoI Scraggs
M. Stacey
Chris Rowley
Leon Walters
Craig Puzzled
Tony "Sonic" Parks
Greg Double
Jamie Riding
B.Y. Puggsy

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Artist
Kevin Ayre
Theo Pantazia
Mark Scott

Music
Blythe Joustra

Sound Effects
Tim Wright

Music Driver
Shaun Hollingworth

Development Systems
PSY Q
Special Thanks to John Rostron

External Evaluations
Sara Dixon

Tour Management
Ian Grieve
Kirstie Beamish

Notes

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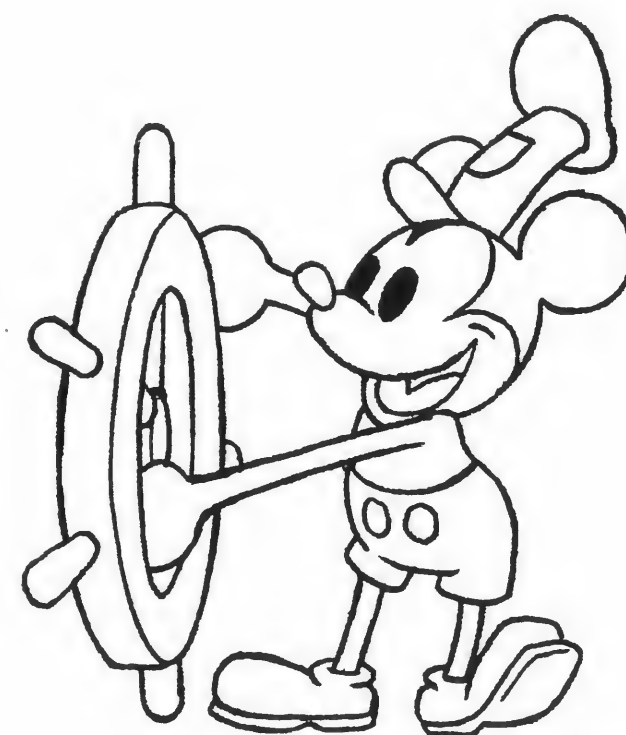
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Who is the primary user?

Name _____ Male Female

Address _____

City _____ State _____ Zip _____

Age/Date of Birth _____ Game Purchased _____

Name of store where you bought this game _____

What video game system(s) do you own?

- NES (8 bit) Sega Game Gear TurboGrafx Atari Jaguar
 - Super NES (16 bit) Sega Genesis Turbo Express Macintosh
 - Nintendo Game Boy Sega CD Atari Lynx PC
- (IBM or compatible)

How many games do you own?

- 1-5 6-10 11-20 more than 20

What kinds of games do you like?

- Cartoon & Super-Hero Fantasy Action Fantasy Role Playing Shooter
- Fighting Adventure Futuristic Sports Movie Based Puzzles/Strategy

What magazines do you read?

- Electronic Gaming Monthly Electronic Games Game Players GamePro
- Nintendo Power Video Games Die Hard Game Fan Sega Visions
- Other _____

How did you hear about this game? _____

If you could change this game what would you do? _____

Where do you get your gaming information? _____

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SANTA MONICA, CA 90404

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